# BRIGANDINE™

The Legend of Forsena

Instruction Manual

ATLUS®

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# BRIGANDINE™

## The Legend of Forsena

This is a war strategy simulation game in a dynamic world where all your units including your enemies fight and grow continuously. Enjoy the story development while creating your own strategy.


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# Getting Started

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Brigandine disc and close the disc cover. Insert the game controllers and a Memory Card into the Memory card Slot on the PlayStation game console. Turn on the system and the opening movie will start. Pressing the Start Button will allow you to go to the title Screen.
Warning...The game can be played without a Memory Card but can't be saved. without it.

- START
  To start a new game
- CONTINIE
  To continue a game from saved data
- SOUND
  To switch between Stereo and Mono

# Save and Continue

- SAVE
  You can display the System Command either on the Battle Map or the Continent Map ( Strategy Map ). It takes 3 blocks to save 1 file of this game on a Memory Card and up to 3 files can be saved on one Memory Card.
- CONTINUE
  You can start the game from where the game was saved.
- SAVE/CONTINUE SCREEN
  1 Year/Month
  2 Shows if the data is of "Map"(Strategy/Continent Map) or "Battle"(Battle Map).
  3 Shows the phase of the saved data: "Map"...either "Organize" or "Attack", "Battle"......"Name of the Battle field" and either "Attack" or "Defend" phase
  4 Name of country
  5 Number of bases
  6 Total Mana

# How to use the controller — Strategy Map

**L2 Button** Not used.

**L1 Button**
- To move the cursor from one base to another.
- To scroll the page on any Selection Screen.

**Directional Buttons**
To move the cursor.

**R2 Button** Not used.

**R1 Button**
- To move the cursor from one base to another.
- To scroll the page on any Selection Screen.

**△ Button**
To cancel.

**○ Button**
To display information on the player's country.

**× Button**
- To confirm the order.
- To select the base.
- To display BASE COMMAND and Base information.

**□ Button**
- To accelerate the cursor with Directional Buttons while pressing this Button.
- To select more than one in the Party Select Window.

**Select Button**
To display SYSTEM COMMAND.( EXECUTE, SAVE, etc )

**Start Button**
- To reset the game when pressed with SELECT BUTTON.
- To pause and unpause the game.

# How to use the controller — Battle Map

**L2 Button**
Use this to turn on and off the information window.

**L1 Button**
- Use this to move the cursor to the unit which hasn't made a move.
- Use this to scroll the page on Selection windows.

**Directional Buttons**
Use these to move the cursor.

**R2 Button**
Use this to change the view of the Battle Map.

**R1 Button**
- Use this to move the cursor to the unit which hasn't made a move.
- Use this to scroll the page on Selection windows.

**△ Button**
Use this to cancel a selection.

**○ Button**
Use this to display unit status.

**× Button**
- Use this to select the unit. (To display the unit command)
- Use this to confirm the selection.

**□ Button**
Use this to accelerate the cursor while pressing the Directional Buttons.

**Select Button**
Use this to display the System Command Screen.

**Start Button**
- Use this to pause and unpause the game.
- Use this to reset the game when pressed together with the SELECT BUTTON.

# Prologue

Forsena.
It's a land guided by the Knights of the Rune.
In the center of the continent of Forsena is the Almekia Kingdom, which used to be a great kingdom with a strong influencing power as the leader of the 6 countries on the continent.
In the year 214 of the Sacred King Calendar, Almekia Won a victory in the battle against the country of Norgard, which lasted for a long time. It seems that Almekia was about to regain its power and return peace to the continent. However.....
In the month 2 of year 215, Commander Zemeckis of Almekia raised the coup d'etat. King Henguist was killed and the Almekia Kingdom fell in one day.
Zemeckis, obsessed with the ambition of conquering the world, declares the new Esgares Empire, becomes the Emperor, and starts the invasion into surrounding countries.
It is a beginning of a new era of disorder and chaos. The soldiers are lead to the battle field where their fate awaits.

## About Forsena

Forsena is a continent that consists of 6 countries. It is a magical continent where a mysterious power called "Mana" emanates from the ground.

Since ancient times, people have used "Mana" to summon monsters from another world and used them in the battles.

However, not everyone has the ability to control the monsters. Only those born with a special ability called "Rune Power" can control monsters, and they are called "Rune Knights".

You are to become the lord of one country, accompanied by some of the Rune Knights. It is up to you to save the continent of Forsena and return peace to this once peaceful land.

# Lords Introduction (Player Characters)

Prince of a lost country

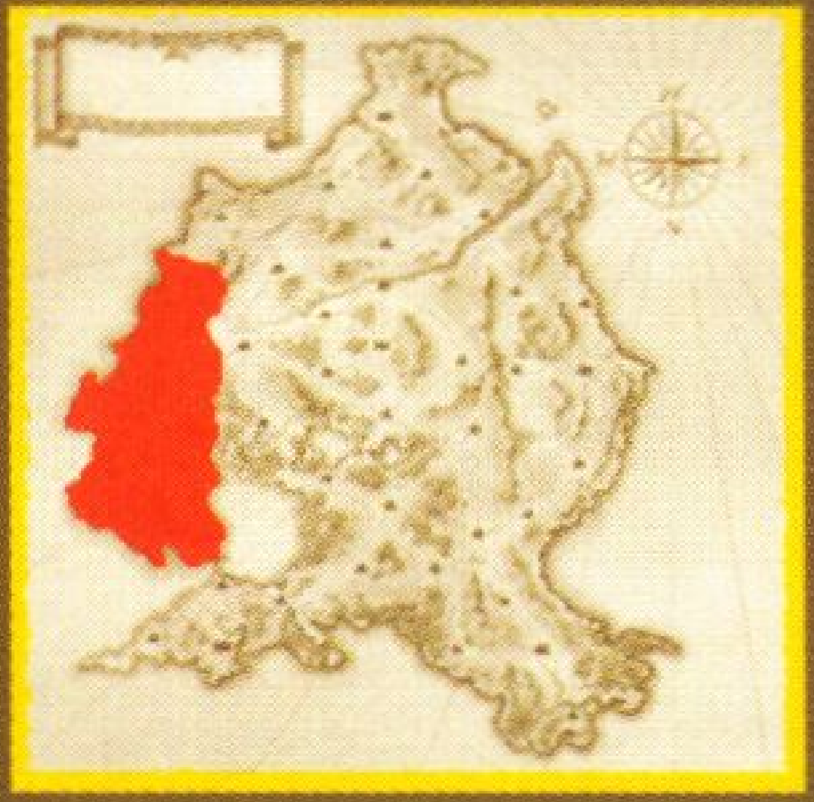
## Lance

14 years old  Class: Prince
New Almekia
Difficulty ★★☆

The Former prince of Almekia, who was overthrown by Commander Zemeckis. A young man with a pure mind, who doesn't give in to his fate but is willing to face the disorder on the continent. After the coup d'etat by Zemeckis, Lance fled to Padstow which is located on the west side of the continent and become the leader of New Almekia. He vows to unite the continent once again. His forte is a quick attack with two swords. He can also use some simple magic. He may seem a little weak at first, however, with the right nurturing, he has the potential to become a great leader.

### Country Profile

Late Badostow and New Almekia. Their friendly relations with Caerleon prevents them from being invaded easily.

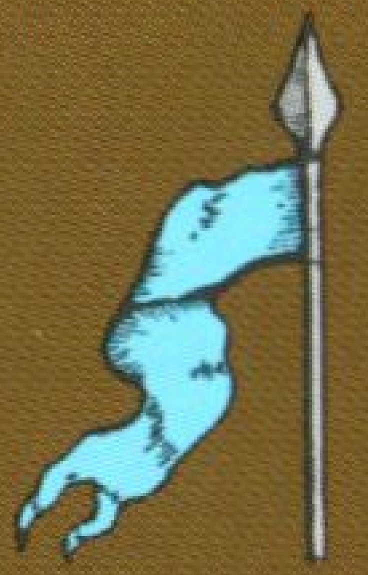


# Lords Introduction (Player Characters)

Sacred Queen

## Lyonesse

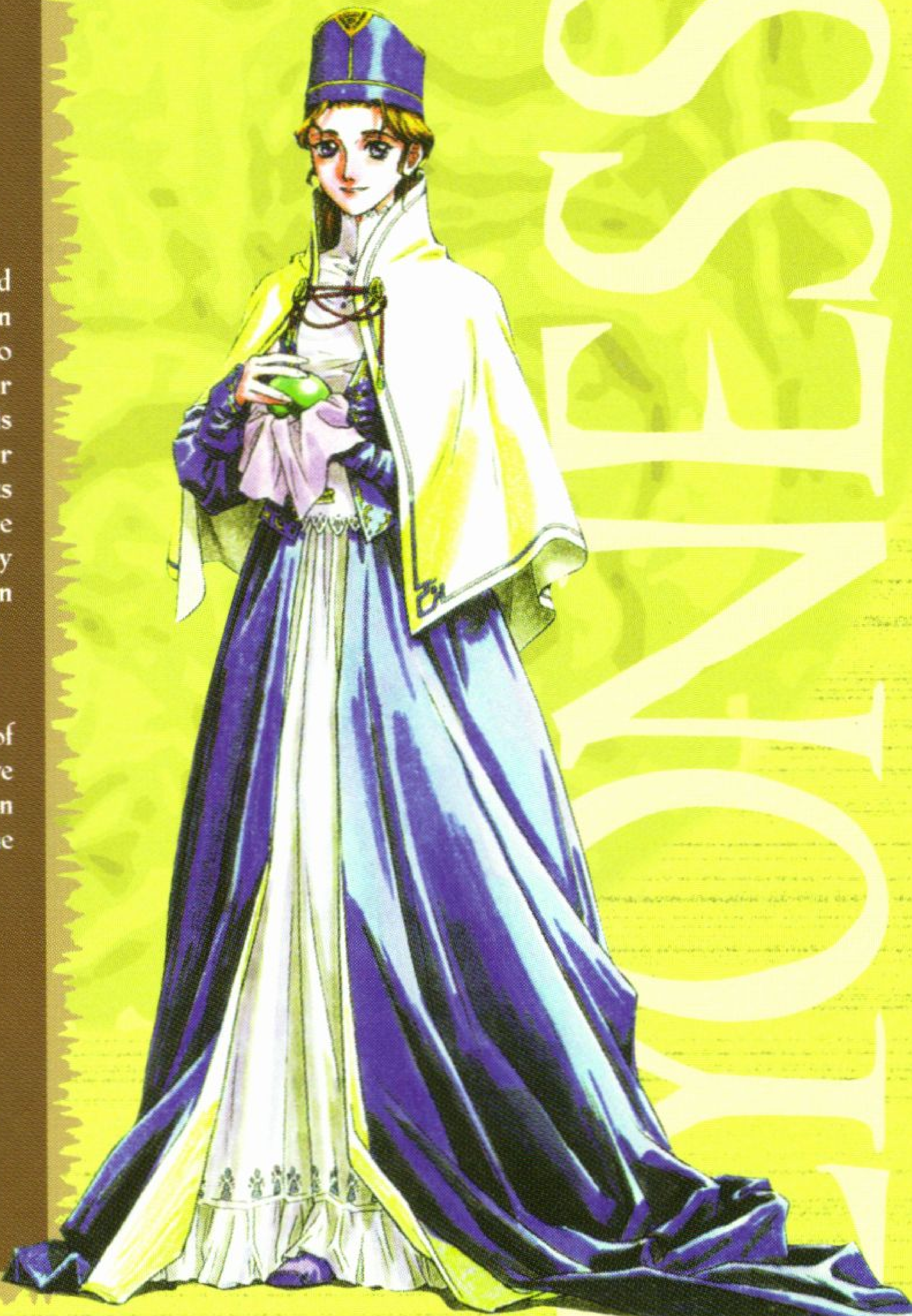
17 years old  Class: Queen
Leonia
Difficulty ★★☆



The Queen of Leonia, a sacred country surrounded by the eastern mountains. She used to be an ordinary village girl before she was chosen to become Queen by the prophecy of the former Queen. A quiet girl with a kind heart, everyone is moved by the way she tries very hard to fulfill her duty as Queen regardless of the weight of its burden. Kiloph has been her close friend since childhood. Her magic power is extraordinary considering her innocent appearance. She is an expert in the use of attack and regenerative magic.

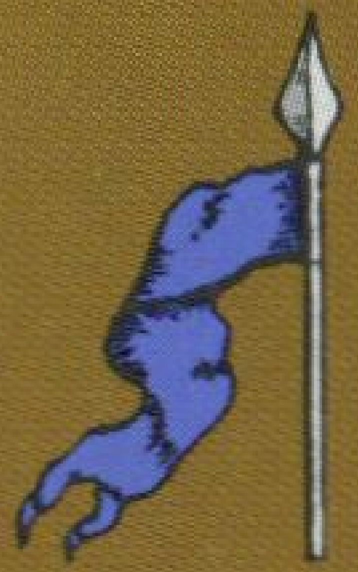
### Country Profile

Leonia is located on the upland of the west side of the continent. The surrounding mountains have made it a natural fortress and easier to defend than other countries. Because it is a religious country, the majority of its units are priests or monks.



White Wolf King

# Vaynard



21 years old Class: Lord
Norgard
Difficulty ★★★

A young King who rules the country of Norgard, a northern giant. Known as the "White Wolf" for his silver hair, bravery and excellent swordsmanship. He is one of the best strategists on the continent as well. His knights are very loyal to him and are strongly united. His halberd known as Caladbolg, is deadly in battle. His magic is even stronger than ordinary magicians. His ability is rather high from the beginning and doesn't grow much. His older sister, Esmeree, is the wife of Zemeckis, the Emperor of the enemy country, Esgares Empire.

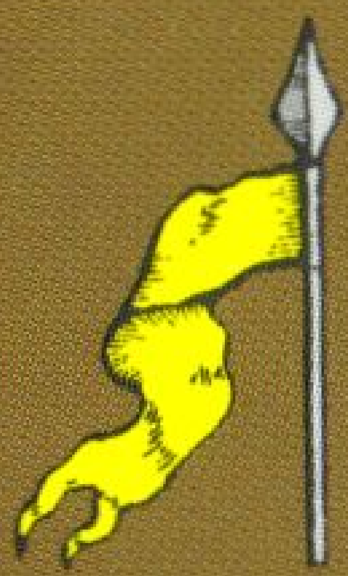
## Country Profile

A Northern giant country which boasts a strong army. It is called the country of tigers and wolves and is thought to be fierce like an animal and not to be trusted. You must devise a clever strategy to be victorious since this country borders with three enemy countries.

# Lords Introduction (Player Characters)

Mad Monarch

## Dryst

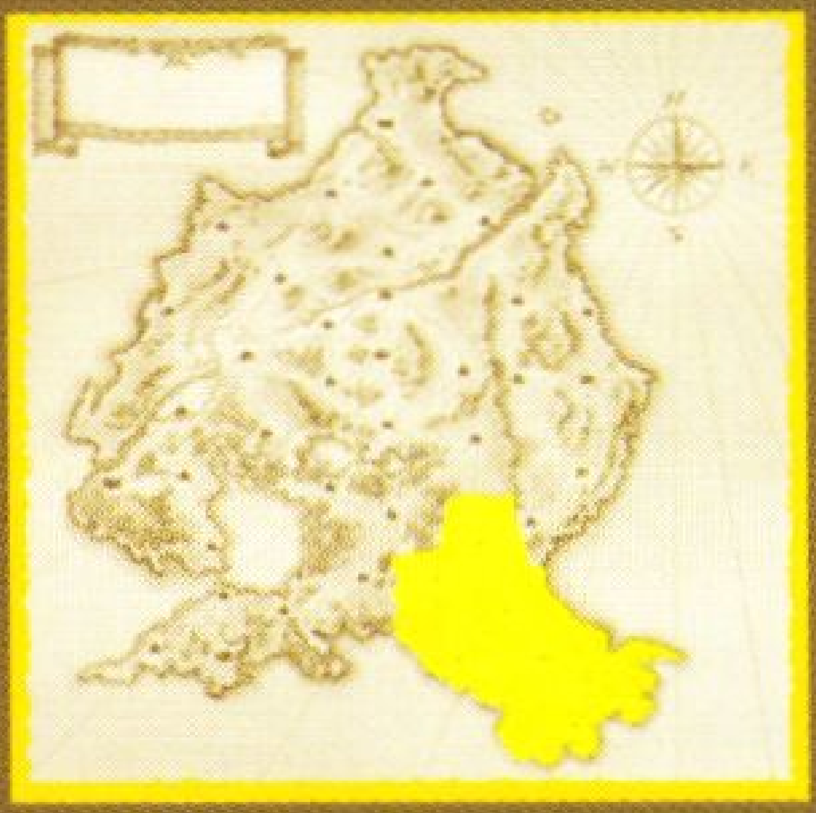


28 years old Class: Tyrant
Iscalio
Difficulty ★★★

Iscalio, a beautiful country with abundant natural resources, is located on the southeast side of the continent. The Lord is known as the "Mad King of Iscalio". He is selfish, self-righteous and far from being respectful or virtuous. His actions cannot be explained with logic as he is a man who does as he pleases. However, he is a first class Rune Knight and is excellent in Rune Power, Rune Area, and magic as well. His direct attack with the crimson Scythe is devastating. Dryst's level up is relatively slow.

### Country Profile

The history of this country is the second oldest to that of Almekia. At the beginning of the game, it is rather easy as you only have to defend two bases. However, it will require a clever strategy to expand your territoty.

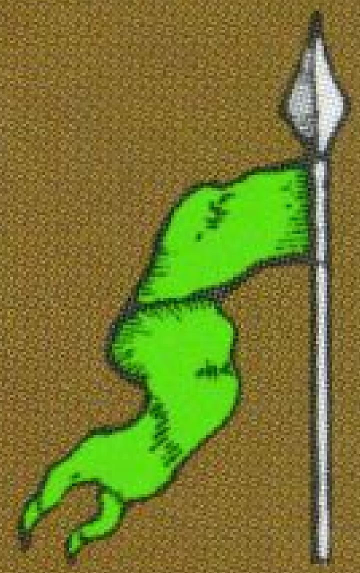


DRYST

Silent Wise King

# Cai

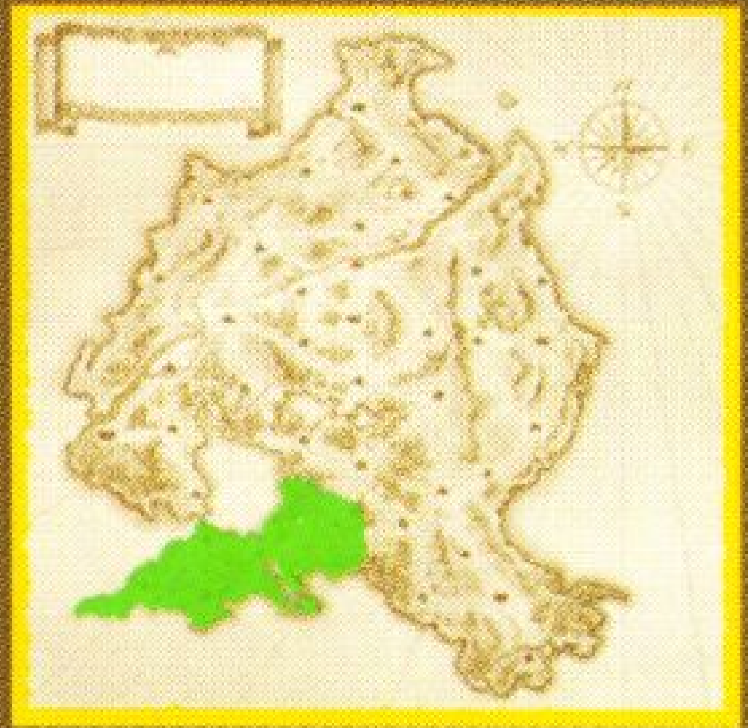
25 years old Class: Warlock
Caerleon
Difficulty ★☆☆



King of Caerleon, a small country in the southeast, which is also known as the "Magic Kingdom". He is so gentle that he may give the impression that he is a weak king. However, he has profound wisdom and passion in his heart. He is sometimes called the "Silent Wise King", as he analyzes the situation of the continent carefully under his calm smile. His tomboy sister, Merriott and bad-mouth Knight Master Dinadan keep him company in the cheerful atmosphere of the Palace. His magic is the most powerful of all the lords as the number of magic he can use and his MP (Mana Point) exceed all others. However, he is not very good at hand to hand combat. Cai's level up is rather slow.

## Country Profile

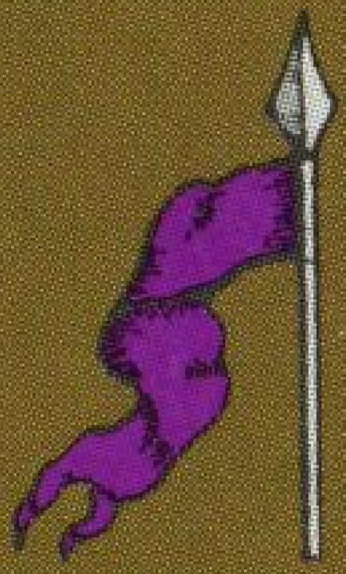
A small country with a moderate climate, surrounded by the sea. Its location is rather easy to defend. It has friendly relations with Almekia.



# Lords Introduction

Power Hungry Emperor

## Zemeckis

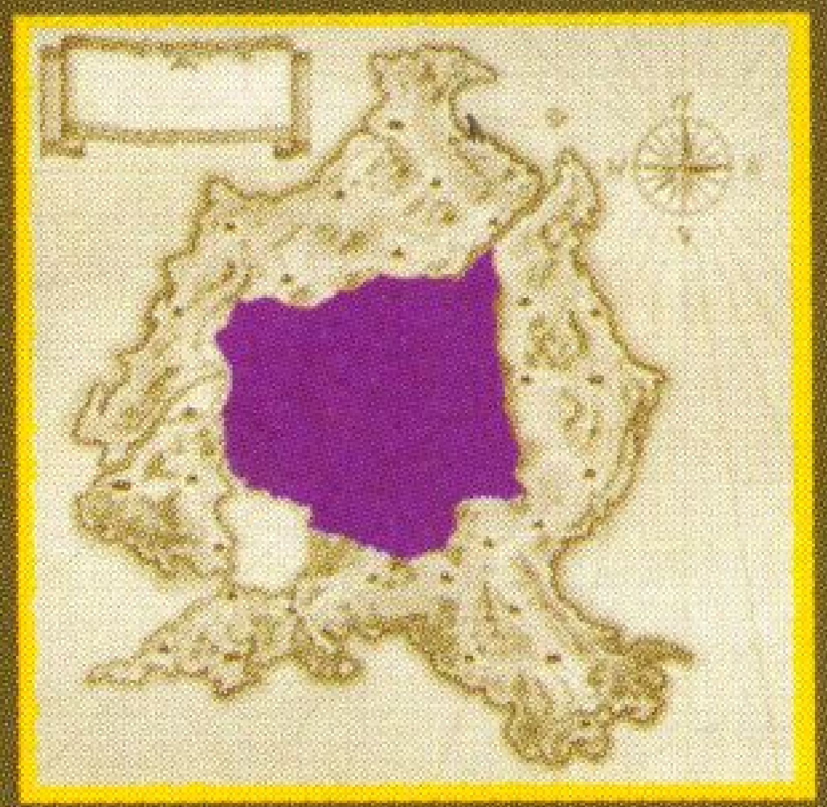


35 years old Class: Emperor
Esgares Empire

The former commander of the Almekian army and is now the Emperor of the Esgares Empire. The war on the continent was triggered by his rebellion. He believes that the power is everything and his goal is to dominate the continent by force. He carries a giant steel crossbow with one hand, which is said to be so powerful that it would penetrate the heaviest armor like paper. His Rune Power and Rune Area is superior to all the other knights. His army includes Death Knight Cador, the Relentless Four, and many other soldiers. He has abundant Mana and is able to summon monsters one after another.

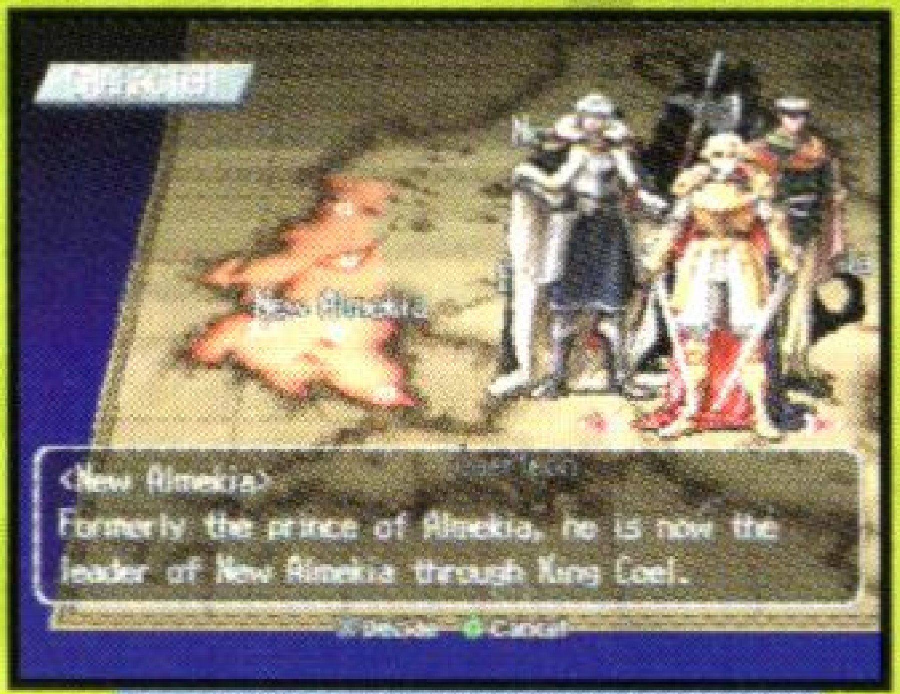
### Country Profile

A new military Empire built in the center of the continent where the Almekia Kingdom used to be.



# How to play the game

**The goal of Brigandine is to occupy the enemies' bases by winning the battles with them, expand your territory, and finally unite the continent under your rule. Time limit is 15 years– Before the month 2 of the Sacred King Calendar, Year 230.**




1) First, select the lord and then the difficulty level.

2) Decide which country you are going to attack first. Information on your army and the other armies on the Strategy Map may help you decide.

3) "ORGANIZE PHASE"...Create your party with "SUMMON" and the "ORGANIZE" Command. The ""MOVE" Command is used to designate the base where you want to move a certain party. Use the "EXECUTE" Command to activate the selections you made.

4)"ATTACK PHASE"... The "ATTACK" Command is used to designate the base which you want to attack. When you select the "EXECUTE" Command, all groups will start the attack at the same time.

# How to play the game

5)When your party confronts the enemy, you will go into the Battle Map. ( More than one battle may occur in different bases depending on the situation.) If the battle is Computer vs Computer, the screen will display the information as seen on the picture on the right.

6) If you win the battle, you can occupy that base or if the base is yours, you have defended it.

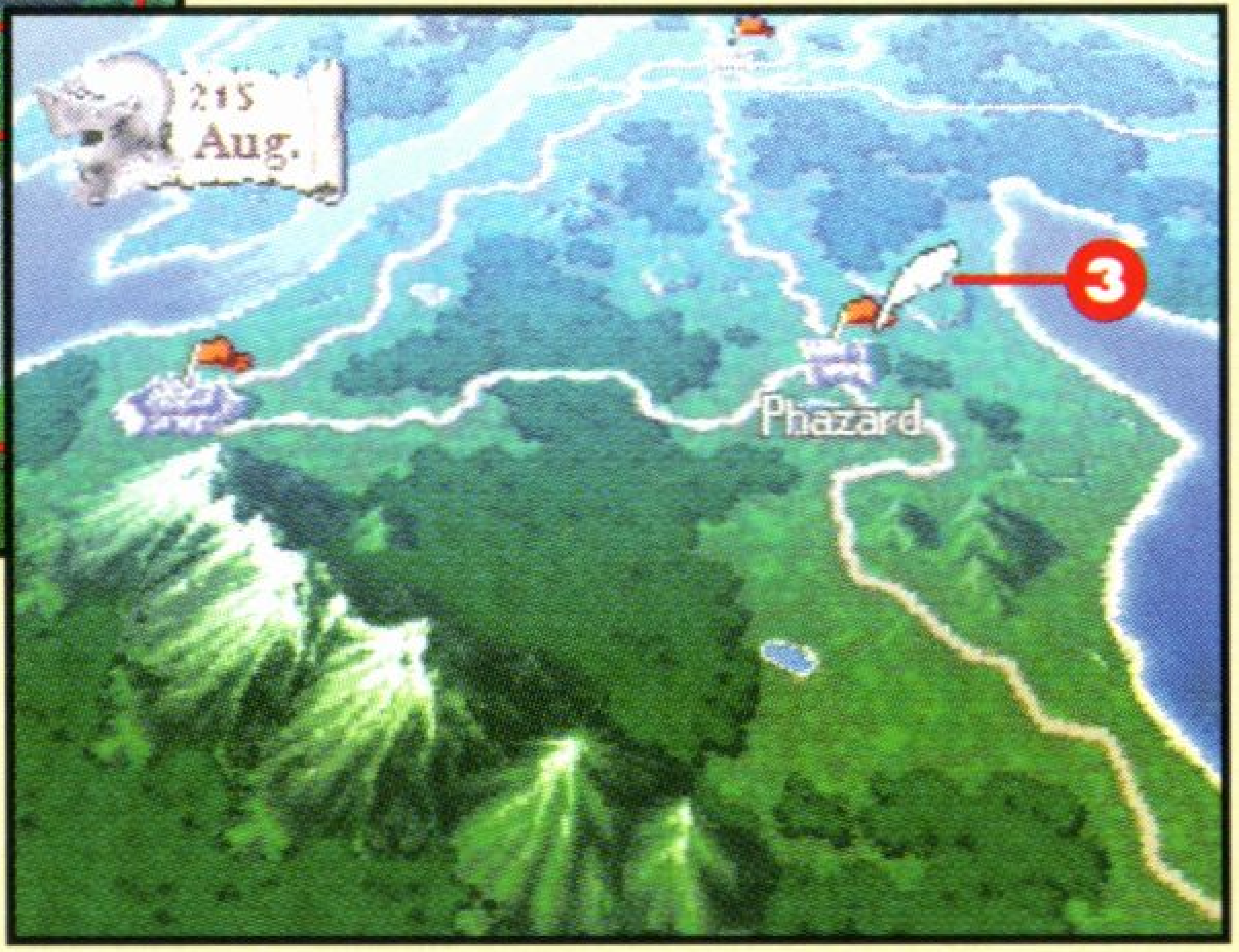
7) If you occupy all the bases of the enemy country, you have defeated that country.

- The information about the enemy country which you can see on the "MAP"(Strategy Map) is of the status after the previous phase. As the player makes changes in the strategy (reorganize, move, etc..), the enemy is making changes as well. Therefore, the status of an enemy country may be different before and after the "EXECUTE" command.
- The game is over when the player loses all of his bases.
- The game can be cleared even with the allied country remaining undefeated.

**You have cleared the game when you defeat all the enemy countries!**

# About the Strategy Map

**After the opening event of the country you've selected, you will come to the Strategy Map as shown below.**




**1 Base**

Military base of a country such as a castle or a fortress, where "MANA" is needed to summon the monsters emanates from the ground. The color of the flag on the base indicates the country to which it belongs to. The flag is fluttering if there is a Rune Knight in that base.

**2 Name of the base**

**3 Feather- cursor**

**4 Year and Month**

Shows the month and year of Sacred King's Calender ( 1 Turn on the Strategy Map is 1 month.)

**5 Road**

Shows the accessibility between bases. You are not able to move to or attack the base to which there is no road from your base.

**6 Base Command**

**7 Base Information Window**

A. Name of the base
B. Country
C. Number of Rune Knights in the base
D. Number of monsters in the base
E. Monthly Mana Income in the base

# Basic Control on the Strategy Map

## 1. Display Command

Place the cursor on the base and press the ⊗ BUTTON to display the "Base Commands". Press the SELECT BUTTON anywhere on the map to display the "System Commands".

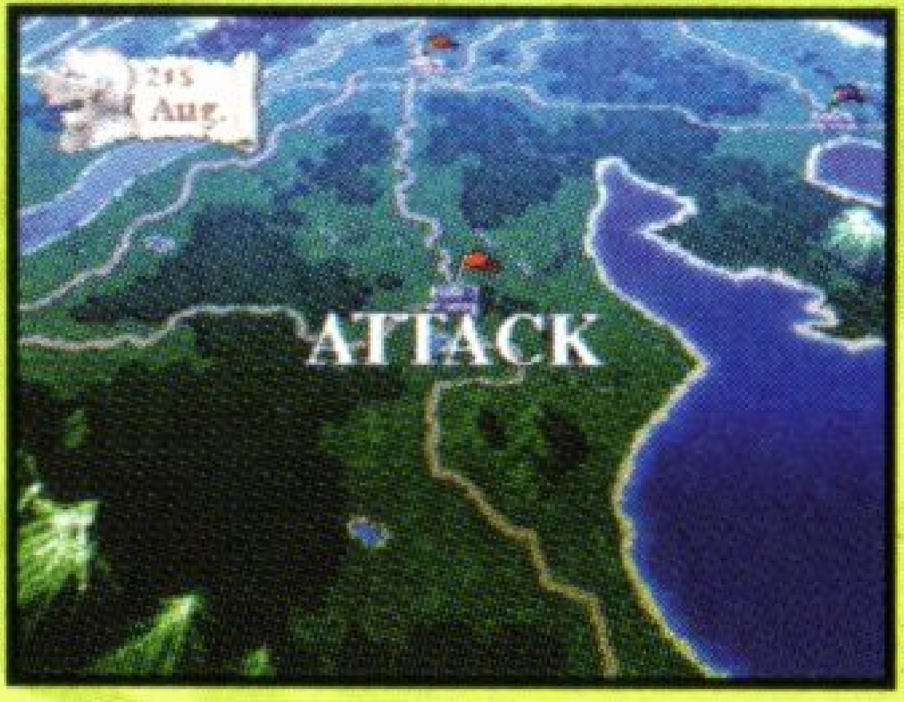
## 2. Collect information

Press the ◎ BUTTON to display an information window on the player's country. Collect information on your bases and enemies' bases, Allocation of party, etc.

## 3. Organize Phase

Make changes to your party using SUMMON, ORGANIZE (ORDER, CLASS) Command. Designate the destination of a party with the MOVE Command. Activate or confirm the changes with the EXECUTE Command.

## 4. Attack Phase




Choose a target for attack with the ATTACK Command and use the EXECUTE Command to carry it out.

# Rune Power and Rune Area

## Rune Power

The power to control and tame the essentially atrocious monsters. The bigger the number is, the more and stronger monsters a character can have in the party. Rune Power increases as the level of the Rune Knight goes up.

## Rune Area

The range where the character can control the monsters. Monsters will still follow orders even when they are outside of that range, however, their attack power, defense power, power of magic and resistance to magic will all decrease.

## Rune Cost

The amount of Rune Power needed to summon a certain monster is called Rune Cost. When organizing a party, the total Rune Cost can't exceed the Rune Power of the leader of the party–Rune Knight. A Rune Knight with higher Rune Power can have more and stronger Units in the party. Therefore, it is possible for a weak knight to have a strong party as a whole. (Rune Cost is different for each monster class.)

The Rune Area is displayed in the flashing blue hexes. Be careful not to have your monster move beyond this range.

# How to use the Commands on the Strategy Map (Basics I)

The following is an explanation of how to use the Commands on the Strategy Map.

## Basic Commands ( Essential Commands to proceed with the game )

### BASE COMMAND

### SUMMON [ ORGANIZE PHASE ]

The player can summon monsters by selecting the {SUMMON} Command in the base where there is a Rune Knight. Select the Monsters you want to summon first and then decide how many. You will use your Mana to summon the monsters. The amount of Mana you need depends on the kind of monster. Also, each base has different monsters you can summon.

- The monsters you have summoned are in your stock. Do not forget to order them to join your party. Your stock can be viewed either on the Status Screen or Order Screen by scrolling the screen to the left.
- The SUMMON Command can't be used where there are no knights.
- The maximum number of monsters a country can have is 140.

### STATUS [ ORGANIZE/ATTACK PHASE ]

You can get detailed information on each unit with this command. This consists of 4 screens; Status of the Base, Status of each unit ( Place the cursor on the unit you want to get information of), List of actions, Profile. The Profile is only for the Rune Knights.
*More detailed explanation on P.26.

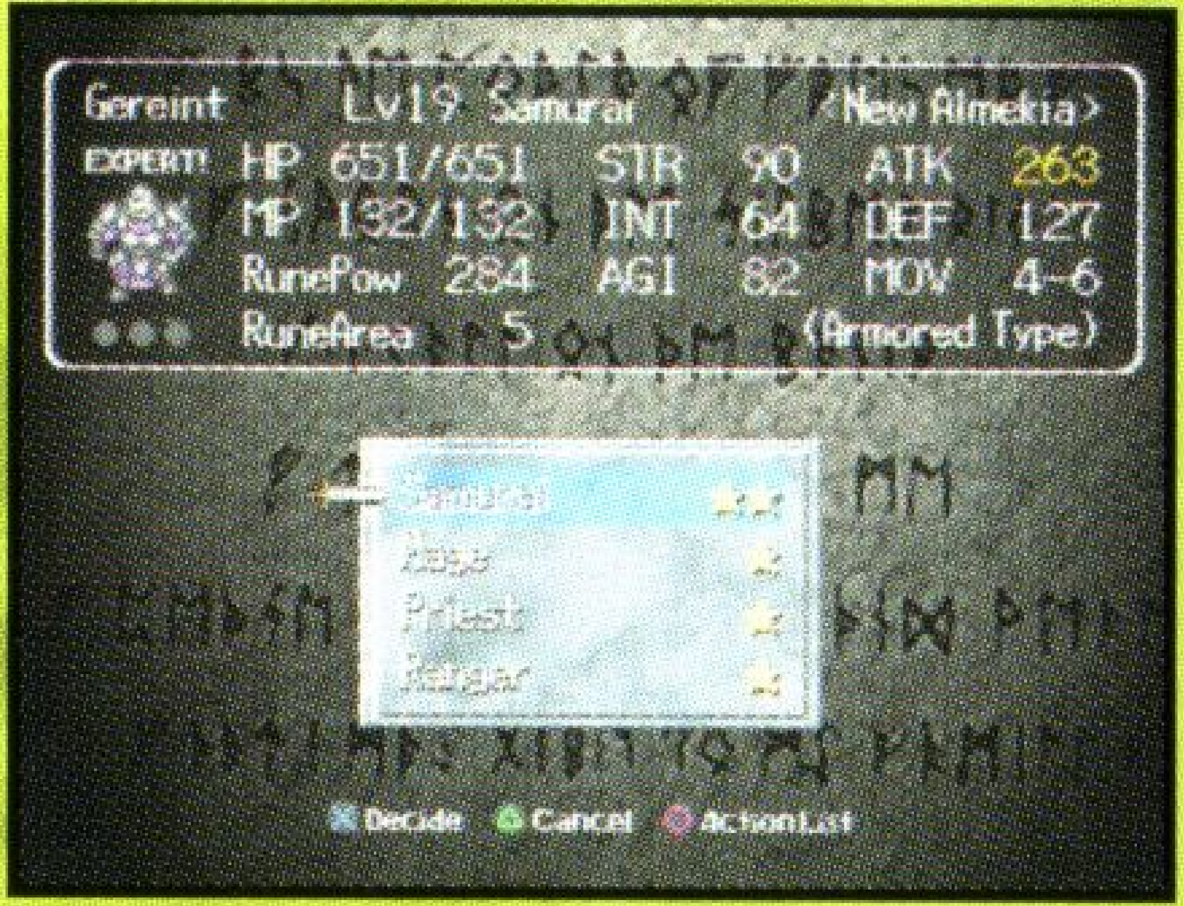
# How to use the Commands on the Strategy Map (Basics II)

## ORGANIZE – ORDER [ ORGANIZE PHASE ]

You can switch the units between parties or between party and stock by first selecting "ORGANIZE" and then "ORDER", where there is a knight. Keep in mind which enemy you will be fighting with and in what topographic area.

- The Total of Rune Cost of the monsters in a party cannot exceed the Rune Power of the knight of that party.
- The maximum number of the units allowed in a party is 6.

## ORGANIZE – CLASS [ORGANIZE PHASE ]




Most of the units can grow and change to a higher class unit. Class change is possible for every 10th level achieved. How much higher a unit can change its class depends on the kind of class itself. When you select the unit of which you can change class, the list of available classes will be displayed. Select one with the ability information in the upper window as a criteria. The stars after the Class name indicate the level of Class. The more stars there are, the higher the level is. Rune Knights can change its class to different kinds of classes of the same level as long as the requirements are met.

*After changing the class, the item which can't be equipped on that class will be unequipped automatically.

# How to use the Commands on the Strategy Map (Basics III)

## MOVE [ ORGANIZE PHASE ]

This Command is used to designate the base where you want to move a party. You can select any base within your country. More than one party can be selected at one time by using the ■ BUTTON before confirming with the ✕ BUTTON. You can make changes to your selection as many times as you want to before selecting the "EXECUTE" Command.

*Monsters don't move unless they are in a party.

## ATTACK [ATTACK PHASE]

This Command is used to select the base which you want to attack. You will select the party first and then designate the base to attack. You can only attack the bases which belong to the countries which border with your country. more than one party can be selected at a time by using the ■ BUTTON before confirming with the ✕ BUTTON. You can make changes to your selection as many times as you want to before selecting "EXECUTE" Command.

- Up to 3 parties can participate in one attack.
- A party which has moved from one base to another can't attack in the same month. However, if the enemy comes to attack, that party can fight in defense.

## WAIT [ ORGANIZE/ ATTACK PHASE ]

This Command is used to give an order to wait to those parties you have selected to move or attack.

## SYSTEM COMMAND

## EXECUTE [ ORGANIZE/ ATTACK PHASE ]

After finishing with all the commands in the ORGANIZE PHASE or the MOVE/ATTACK PHASE, select the [EXECUTE] Command. All of the units of your army and the enemy's army act all at once.

## SAVE [ ORGANIZE/ATTACK PHASE ]

To save the current game status.

# How to use the Commands on Strategy Map (Application I)

**Command Application ( Once you learn how to use this application, the game will be a lot easier to play.)**

## BASE COMMAND

### ORGANIZE--EQUIP [ ORGANIZE PHASE ]

This command is used to equip a Rune Knight with items. First choose the unit and select the item from the list. There is an "E" to the right of the item being equipped.

- One unit can only be equipped with one item at a time.
- Monsters can' t be equipped with items.

### ORGANIZE -- ITEM [ ORGANIZE PHASE ]

To use the item, first select the unit and then select the item.

### ORGANIZE -- DELETE [ORGANIZE PHASE ]

Delete the monsters you don't need any more. This comes handy when you have too many monsters and not enough Mana.

### ORGANIZE -- NAME [ORGANIZE PHASE].

You can change the names of the monsters.

### QUEST [ORGANIZE PHASE]

You can send a Rune Knight on a journey. The Rune Knight may bring back an item or a strong supporter if you're lucky. However, you should keep in mind that the knight can't participate in a battle until after he/she comes back from the quest. The lord can't go on a quest.

# How to use the Commands on Strategy Map (Application II)

## SYSTEM COMMAND

### LOCATION [ ORGANIZE / ATTACK PHASE ]

This displays the table of all the parties in your countries, the order given to each one and the destination. When you select the party and press the ⊗ Button, the cursor moves to the base where the party is.

### DOMAIN [ORGANIZE / ATTACK PHASE ]

This displays the map which shows the domain of each country and the total number of bases.

# How to use the Commands on Strategy Map (Application III)

## OPTION [ORGANIZE / ATTACK PHASE ]

To set the playing environment.

- CURSOR ACCEL : Speed of the cursor moved by the Direction Pad while pressing the ■ Button.
- AUTO CURSOR : On the Battle Map, the cursor moves automatically to the concerned unit.
- COM VS COM : To choose whether to see or not to see the battles between the computer.

## Status of your country [ ORGANIZE / ATTACK PHASE ]

The following information is displayed by pressing the ● Button.

- DOMAIN : Total number of bases in your country
- KNIGHTS : Total number of Rune Knights(parties) in your country
- MONSTERS : Total number of monsters
- MANA : Total Mana on hand
- INCOME : Total Mana income per month
- MAINTENENCE : Mana needed to maintain all the monsters you have per Month.
- BALANCE : Subtracting Maintenance from Income.

*About the maintenance of the monsters

You need to spend Mana not only when you summon monsters but also to maintain them. The monthly cost to maintain the monsters is called "Maintenance Mana". It is possible that when you have too many monsters, the Maintenance Mana exceeds the Income Mana and therefore you run out of Mana. So, keep in mind that you should summon only the monsters you need.

# Status Screen I

## STATUS SCREEN – THE BASIC SCREEN

**This is the first screen you get when you select the STATUS Command. You can select the unit for which you want to get the status information.**

**1 Cursor**
Place the cursor on the unit which you want to see the status of. The ⊗ Button will confirm and display the detailed status screen of the unit you have selected.

**2 Status Outline Column**
This column displays the overall ability of the unit. Each item is explained in detail on page 26.

**3 Mov.**
Same as Mov pt. on the unit's detailed status screen. This shows the maximum mobility on the flat surface.

**4 Rune**
When the unit is a knight, the word "Rune" is displayed and this shows the Rune Power of the knight. When the unit is a monster, the word "Cost" is displayed and this shows the Rune Cost–Rune Power needed to control that monster.

**5 Party**
Each column shows the leader( Rune Knight) and the monsters in the party.

**6 Total Rune Cost / Rune Power**
This indicates how much of the Rune Power the leader uses to control all the monsters in the party.

# Status Screen II

## 1. Status Screen—-In the case of a Rune Knight

**1** Character name, Level, Class, Country

**2** Stars

The criterion for how much experience the character has in that certain level. (Stars are only for the knights.)

**3** Element Color

This indicates the element color of the class.

**4** HP

The unit's Health Points. When this goes down to "0", the unit will go into the " injured" state and withdraw from the Battle Map. The unit has to wait for 1 turn to return to the battle. ( When a monster's HP reaches "0", it vanishes.)

**5** MP

Magic Point. If you don't have enough of this, you can't use magic.

**6** Rune Power

Power to control the monsters. ( If the unit is a monster, "Rune Cost" is displayed.)

**7** Rune Area

The range where Rune Power reaches. Physical power, Defense power for magic and Attack power will go down outside of the range.

**8** STR

Physical strength This reflects the attack power.

**9** INT

Intelligence. This reflects the power and the feasibility of magic this unit uses or is being used on.

**10** AGI

Agility. This affects the hit ratio, avoid ratio and defense of a normal attack.

**11** Atc pt.

Attack Power of a normal attack. This is determined by STR, the equipped weapon, and attack method of the class.

**12** Def.pt

Defense Power for a normal attack. This is determined by AGI, the equipped protection item, and defense power of the class.

**13** Mov.pt

The number such as ( 4 – 6 ) means (Mobility on a flat surface – Mobility on the topography this unit is best at.)

**14** Move Type

**15** EXP.

Total experience

**16** Next Level

Experience needed to go to the next level

**17** Action

Methods of attack for this unit. The highlighted attack is a critical attack.

**18** Item

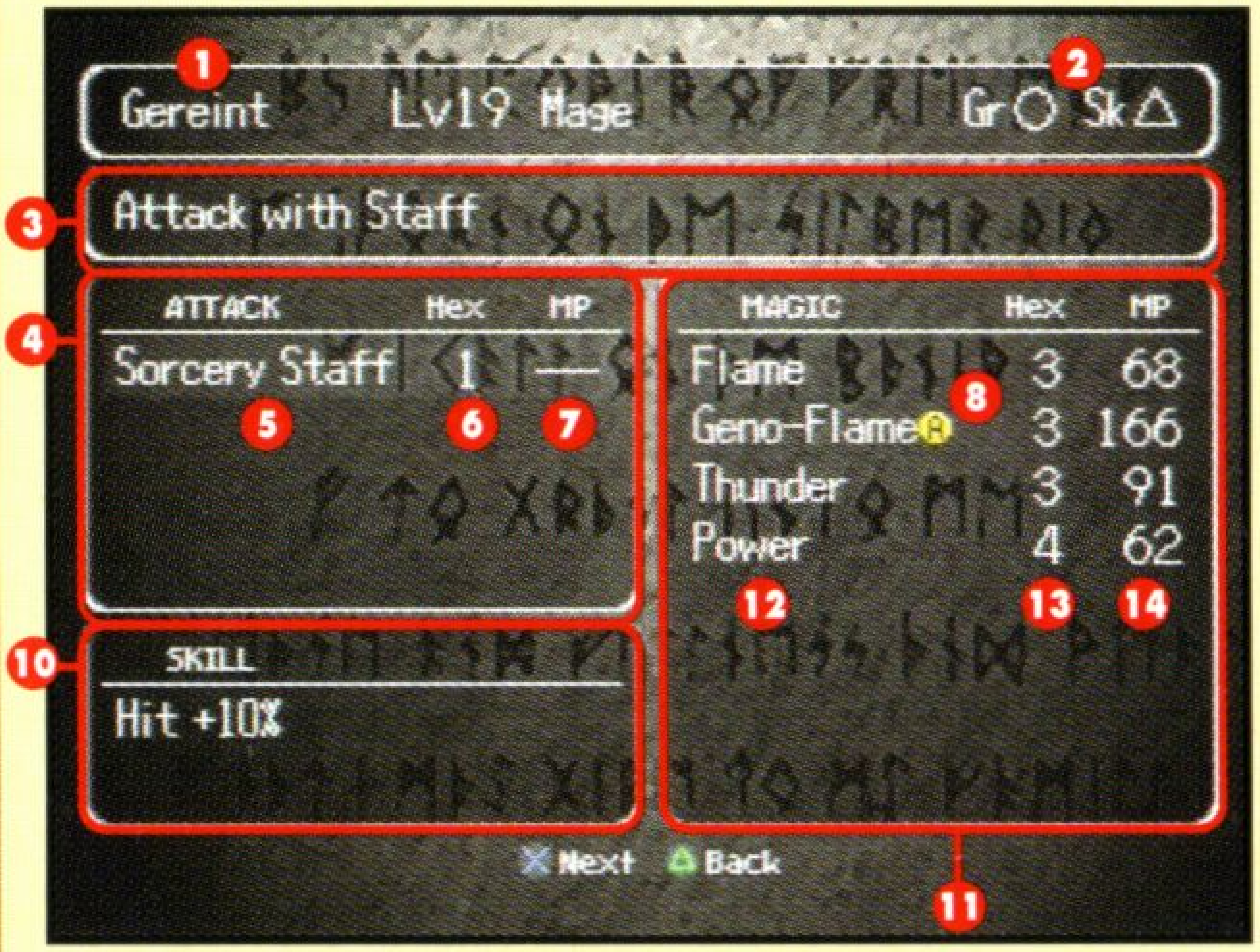
Information on the items the unit is equipped with.

- On the Battle Map, instead of EXP., the Condition of the unit is displayed. ( Normal or Abnormal )
- When there is a change in any of the unit's abilities, the change is indicated by the color change on the words;

Yellow — Change by equipping the item
Green — Increase by magic ( Battle Map only )
Red — Decrease by magic ( Battle Map only )

# Status Screen III

**Action List** Pressing the ⊗ Button when you have the Status Screen on will get you The Action Information Screen as shown below. (To the right?) An explanation of each item will be displayed by placing the cursor using the Directional Buttons.

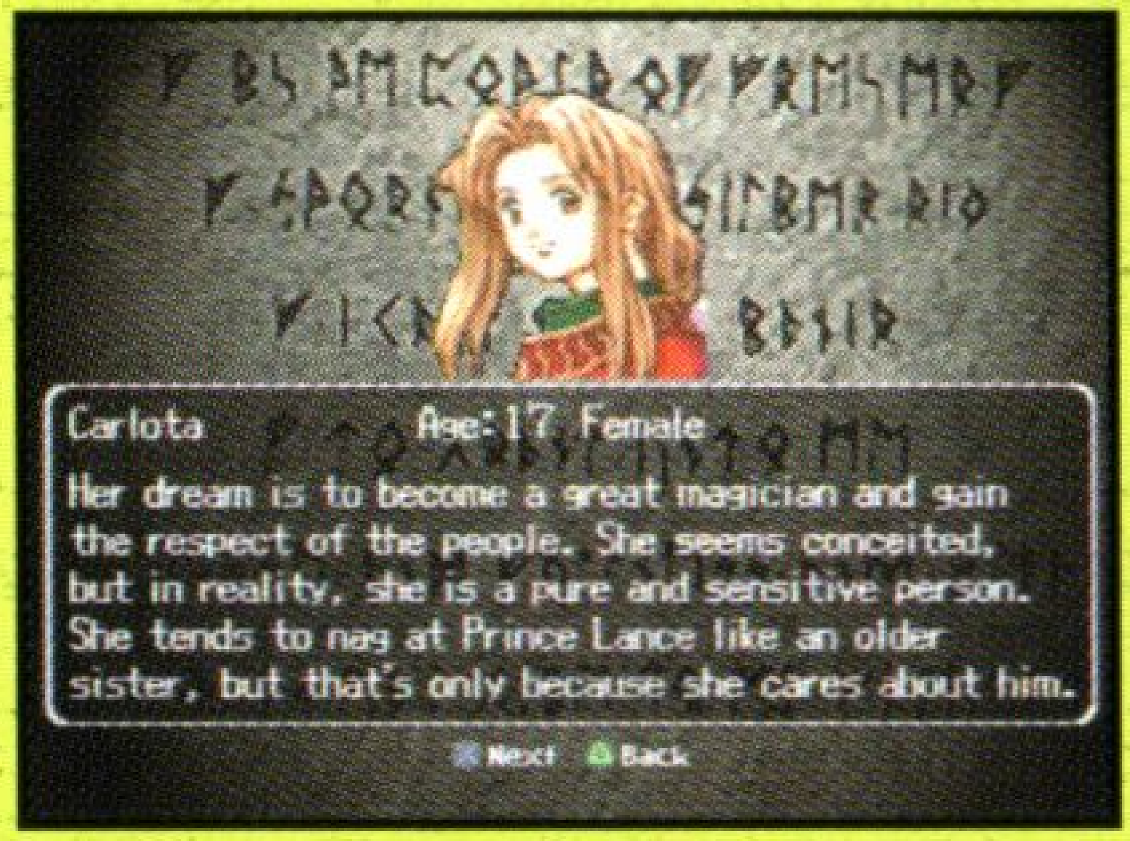



**1** Character name, Level , Class
**2** To Ground / To Air Effect
Gr — Ground, Sk — Sky or Air
○△⊗ indicate the effect of attack.

○ — 100% Effect
△ — 80% Effect
⊗ — 0% Effect ( attack has no effect or impossible )
Example: "Gr○, Sk△" means the attack has 100% effect on the Ground unit and 80% on an Air unit.

**3** Explanation of the attack which is highlighted.
**4** Attack Methods
Lists of normal attack, critical attack and special attack
**5** Name of attack
**6** Range of attack
**7** Magic Point consumed
**8** Area Attack Mark (A)
When the attack has this mark on the right, it means this magic reaches a wide range.
**9** Breath effect Mark (B)
This mark indicates the breath attack which reaches a linear range.
**10** Skill
Special ability of that class.
**11** Magic List
This is a list of magic the unit can use.
**12** Name of Magic
**13** Range of Magic
**14** Magic Point consumed

## Profile




Pressing the ⊗ Button when you have the Action Screen will get you to the Character Profile Screen.

# Flow on the Battle Map

## THE PLAYER'S GOAL ON THE BATTLE MAP

**The goal of the player on the Battle Map is to move the units, engage in battle and to occupy enemy bases.**

### 1. Selecting the party

You select the party first when both attacking and defending. The numbers are given to the party automatically as the order of your selection. Up to 3 parties at a time can go to the battle.

### 2. Battle

Battle proceeds by the player and the enemy taking turns.

**Turn display**

The end of one turn is when every unit in all of your parties and the enemy's parties finish moving.

**Moving each party one unit at a time**

The player and the enemy take turns in moving each party one unit at a time. The order of the move is determined by the level of the leader of each party regardless of which country that party belongs to.

# Flow on the Battle Map

## 3. Victory

You have won the battle when you have made all the Rune Knights of the enemy country retreat.

## 4. Defeat

You have lost the battle when all the Rune Knights of your country were made to retreat.

## 5. Selecting the base for retreat

When the defending party selects to retreat by using the Unit Command, the bases which the party can retreat to will be displayed. Select one. The offensive party will retreat to the base where it was before the battle.

- The maximum number of turns on the Battle Map is 12. If the battle is not over after the 12th turn, all of the offensive parties will retreat automatically.
- A Rune Knight will retreat from the Battle Map when their HP reaches "0". Some monsters may be left behind. The knight will go back to the capital of the country and will be on the "Injured" status and therefore has to skip one turn. Monsters will die when their HP reaches "0".
- The monsters which are left behind will stay still and don't make any moves. When the battle is over, those monsters will become the winner's monsters.
- If the HP of the lord reaches "0", the lord's party will retreat to the capital as well.

# Battle Map Screen and Battle Screen

## Battle Map Screen

**1** **Cursor**

**2** **ACT mark**

This indicates the unit being manipulated.

**3** **END mark**

This indicates the unit which has finished its move for the turn.

**4** **Castle**

If the unit is on the castle, its HP recovers by 100 per turn.

**5** **Move Range**

The range of a unit's move is displayed in Hexes.

**6** **Party ID mark**

The color indicates the country ( Same as the color of the flag on the Strategy Map) The number indicates the party.

**7** **Rune Area**

The area indicated by flashing blue Hexes is the Rune Area. When the Monsters are out of this range, their abilities are reduced.

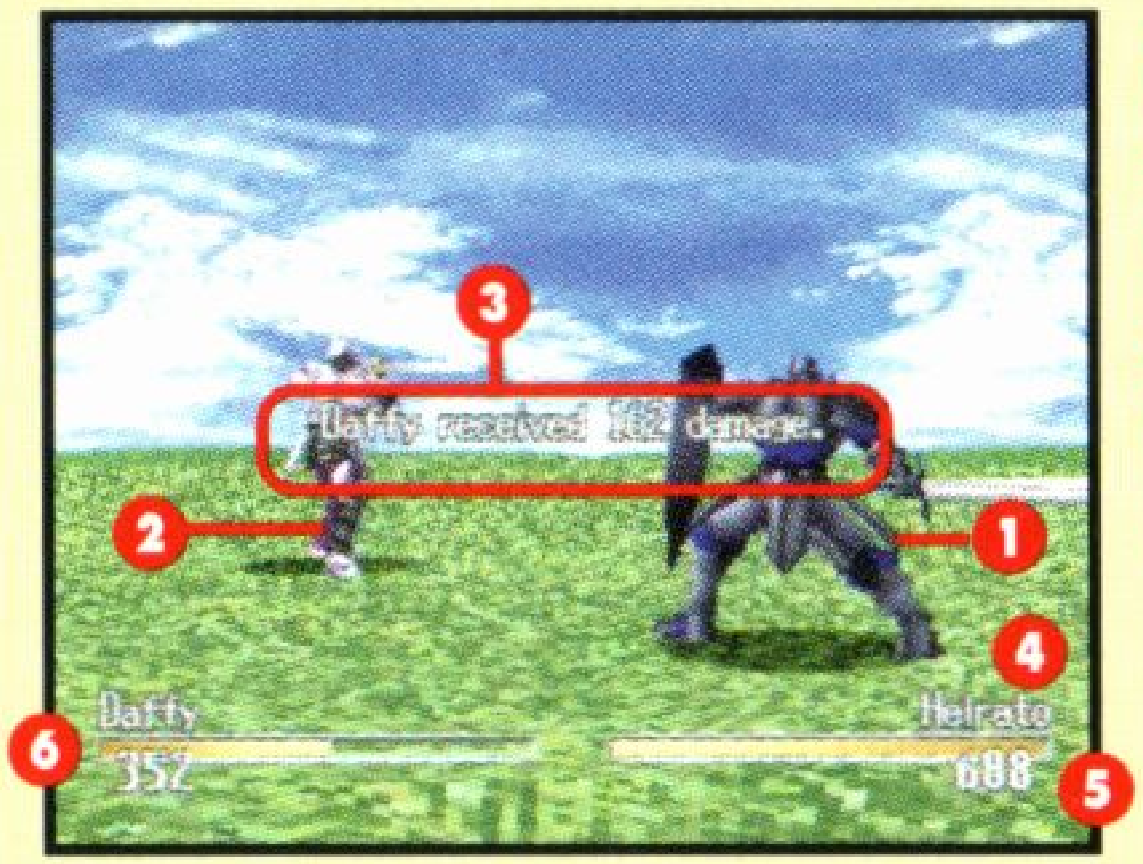
**8** **Information Window**

This window shows the information of the unit on which the cursor is placed and the topography of that area.

**[Contents of the window ]**

Name, Level, Element, Class, Current Topography,
Current Health Point / Maximum Health Point
Current Magic Point / Maximum Magic Point
Hit Ratio / Avoid Ratio

## Battle Screen




**1** Offensive Unit

**2** Defending Unit

**3** Battle Description

**4** Name of Unit

**5** Offensive Unit's HP

**6** Defending Unit's HP

# Basic Control on the Battle Map

## 1. Display the Command

Place the cursor on a unit which hasn't ended its move for the turn and press the ⊗ Button to display the "Unit Commands". You can display the "System Commands" anywhere by pressing Select Button.

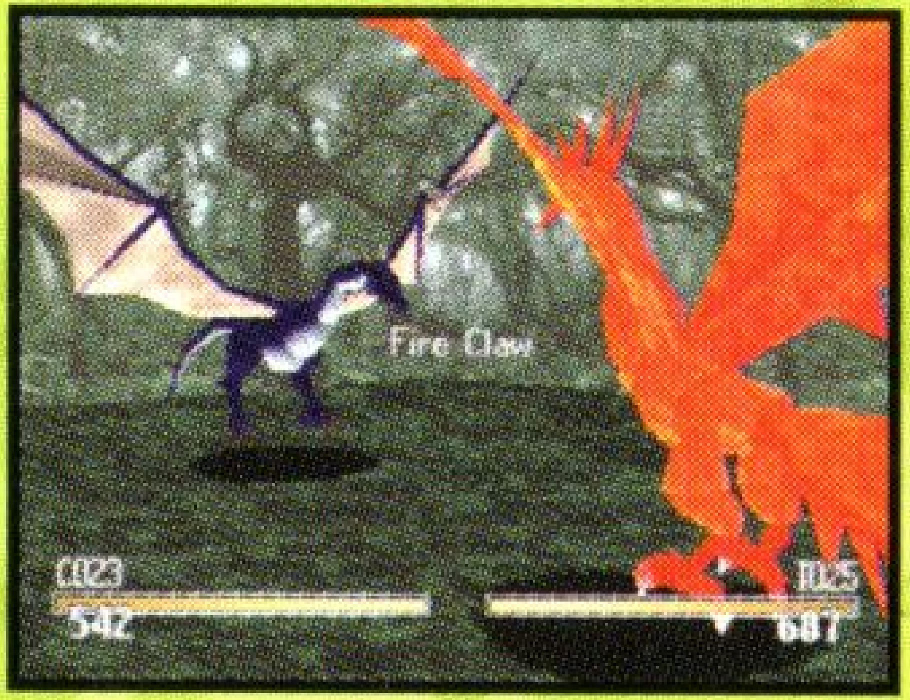
## 2. Check the information

Before you make any moves, check the information on the enemy's units. The "Information Window" will give you information on each unit. You should check out units you encounter for the first time.

## 3. Executing the Command

Select among MOVE, ATTACK, MAGIC, SPECIAL, RETREAT, or WAIT then Execute.

## 4. Battle Scene




When you select any of the ATTACK, MAGIC, or SPECIAL Commands, the game will go into the 3D battle scene.

# How to use the Commands on the Battle Map (Basics I)

**The following is the explanation of the Commands used in the Battle Map.**

## UNIT COMMAND

### MOVE

When you select the MOVE Command, the range of the movement will be displayed by Hexes. Select the Hex where you want to move the unit and confirm it. When there is any Command that can be used after you move the unit, it will be displayed.

### ATTACK

If there are enemy units within attack range, you can select the Attack Command. After selecting the type of attack, the enemy units which you can attack will be indicated with Hexes. Select one by placing the cursor and confirm.

[ About the damage ]
The damage done by the attack can be estimated by looking at the "Attack Power" of the offensive unit and the "Defense Power" of the defending unit.

# How to use the Commands on the Battle Map (Basics II)

## SPECIAL

When there is an enemy unit within the range of a special attack, you can select the "SPECIAL" Command. Select the unit which you want to attack by placing the cursor on a target and confirm it. If you want to use a Breath Attack, select the direction of the attack with the Direction Buttons and confirm it. Special Attack of most of the units can't be used after you move the unit for that turn. Special Attacks use some Magic Points.

* Monsters of the Jinn Family can use a Breath Attack even after you have moved them.

## MAGIC

When there is an enemy unit within the range of Magic, you can select "Magic" Command. Select the magic you want to use, the enemy unit which you can use the magic on will be indicated with Hexes. Select the unit which you want to use magic on and with the cursor and confirm it. Magic can't be used after you move the unit for that turn. Magic uses Magic Points.

## WAIT

When you don't want the unit to take any action for that turn, Select the "WAIT" Command.

# How to use the Commands on the Battle Map (Basics III)

## SYSTEM COMMAND

### END

You can end the move of a certain party by selecting the END Command even if there are units in that party which haven't made a move for that turn.

## UNIT STATUS

You can get the Status Window for the individual unit by placing the cursor on the unit and pressing the ◎ Button. (Detailed explanation on Page 26)

COMMAND APPLICATION – **You can play the game a lot more smoothly if you learn to use this command.**

## RETREAT

This Command can only be used by the Rune Knights. When you select the "RETREAT" Command, the party will retreat from the Battle Map. When the defending party chooses to retreat, the list of the bases where the party can retreat to will be displayed. Select one.
* When there is no base to retreat to, the message "Forced Separation" will appear. The knight may go onto the "Injured" status.

# How to use the Commands on the Battle Map (Application)

## SYSTEM COMMAND

**AUTO**
When you select this command, the player's party fights with the enemy Automatically.

**SAVE**
You can save the on-going game during the battle on the Battle Map.

**CONDITION**
You can confirm the condition of the battle such as the Turn.

**OPTION**
You can alternate the playing environment (Detailed explanation on page 24)

# To-Ground Attack / To-Air Attack

Generally, Ground units' attack power toward the air units is not as effective. This is due to the fact that each attack have different characteristics as to how effective it is when used on Ground or Air unit. These characteristics can be checked on the "ACTION LIST" in the "STATUS" Command. (○△× indicate these characteristics. For example, Gr○Sk△ means the attack is 100% effective against Ground Units and 80% effective against Air Units. × means 0% effective or attack has no effect. )

**Example: Let's look at Wyvern and Gryphon which are both Air Units but are in contrast.**

- **Wyvern** ( Gr○Sk△ )
  Its attack is 80% effective on Ground Units and 100% effective on Air Units. Therefore, this monster is better fit to attack other Air Units.

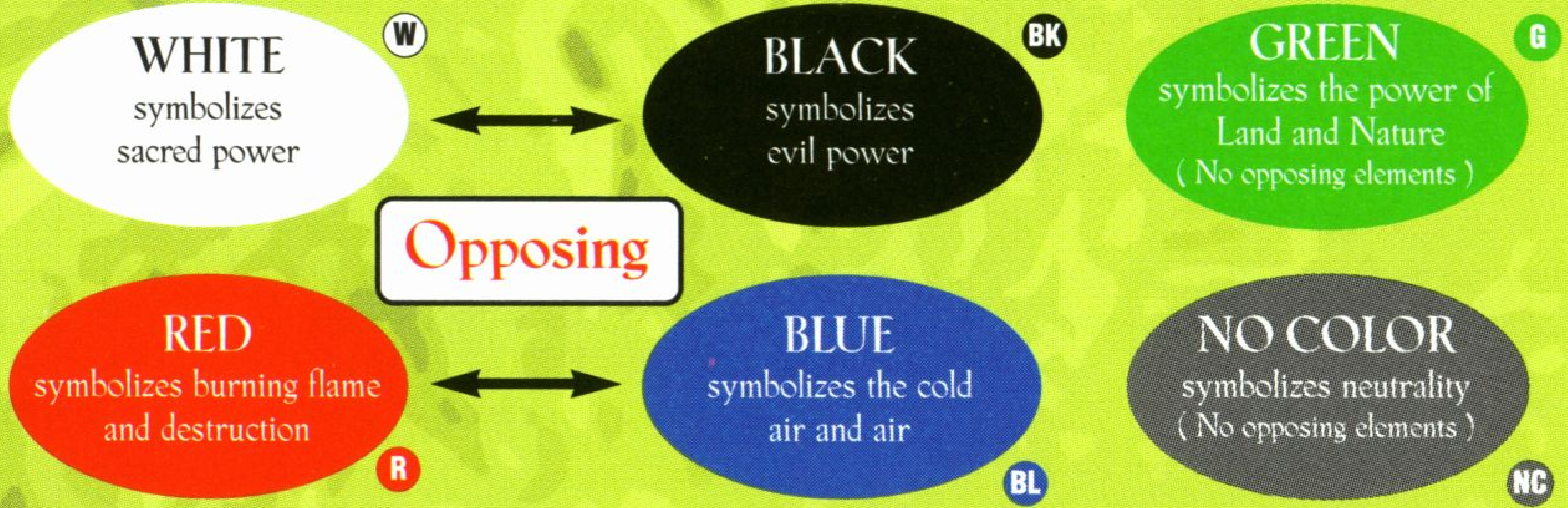
- **Gryphon** ( Gr○Sk△ )
  Its attack is 80% effective on Ground Units and 80% effective on Air Units. Therefore, unlike a Wyvern, this monster is better fit to attack Ground Units.

# Element (Color)

All the classes have their own Element Color. There are 6 types of colors including the non-color type. If the unit receives an attack of a different element color, the damage done will be large. On the other hand, if the attack is of the same element color, the damage will be less. There are three levels in each element color and they are shown as colored balls on the Status Screen.

**Example**

R attacks BL ( Opposing elements ). . . . . . . . . . . . . . . . . . . Damage + 20%
R R attacks BL ( Opposing elements ) . . . . . . . . . . . . . . . Damage + 30%
R receives attack from R ( Supporting elements ). . . . . . . . . Damage −20%
R R receives attack from R ( Supporting elements ) . . . . . . Damage −30%



The element color of the class is displayed on the Status Screen and the number of color balls indicates the level.

- Every attack method including magic has an element color. It is a good strategy to select the attack of the element which opposes the element color of the enemy unit you are going to attack.
- The Element Color is a characteristic of the class and therefore it will change as the class of a unit changes.
- Certain items change the element color of the unit (or class) when equipped.

# Abnormal Status

There are times when the units go into Abnormal Status. The list below are types of abnormal status and their description.

## Abnormal Status Chart

| | | |
|---|---|---|
| | PETRIFIED | The unit is immobile and can't attack. Defense Power becomes 150. This status can only be cured by CURE. [ Paralyze ], [ Mesmerize ], [ Poison ] [Silent ], [ Protec ] [Weakness ] have no effect on the Petrified units. [ Petrify ] cancels these status. |
| | PARALYZE | The unit is immobile and can't make any attack move for a certain period. CURE heals this status. |
| | MESMERIZE | This makes a unit attack another unit in its own party. CURE heals this status. |
| | SILENT | The unit in this status is not able to use the magic for a certain period. CURE heals this status. |
| | POISON | Decreases the unit's HP by 1/8 for each turn. CURE heals this status. |

- When the unit goes out of the Battle Map, the status returns to normal.
- Decrease of HP by "POISON" is up to HP1.
- EXP Point will not change in case a Mesmerized unit attacks another unit of the same party or a unit is attacked by another unit which is Mesmerized.

# Topographic Effect and ZOC

## Topographic Effect

The Hit Ratio and the Avoid Ratio of Normal Attacks are influenced by the topography of the position where the unit is, when the unit is in the battle. Basically, Avoid Ratio is higher in the forest and mountain than the road and plain. The Hit Ratio of Water type and Shallow Water Type units goes up when they are in the sea, river or lake. The Hit Ratio of Forest Type units goes up when they go into a forest. Sky type units are not influenced by the topography.

*As shown in the picture to the right, the topography is displayed on the right side of the information window, where the cursor is placed. If there is a unit in the HEX where the cursor is placed, the information window will show the current Hit Ratio and Avoid Ratio of that unit as well. When you are selecting a unit to move with the Move Command, the current Hit Ratio and Avoid Ratio of the unit being selected are displayed.

## ZOC

There is a ZOC system in this game. ZOC refers to the range of six HEXes which surround the HEX where the unit is. The unit must stop in the HEX in the ZOC of an enemy unit. However, a unit can move at least one HEX even if it is Surrounded by the ZOC of an enemy unit.

# Characters I

**Gereint ( New Almekia )**
He has fought in over 100 battles and is famous for his experience. A little unmannerly, his loyalty to Prince Lance is steadfast. His duty is to protect the prince and to reinstate Almekia.

**Halley ( Traveling Knight )**
A female knight with a beautiful face. She is often called the "Shooting Star Halley" for her beautiful yet fierce way of fighting. She travels around the continent as if she is going after something.

**Meleagaunt ( New Almekia )**
The son of Old King Coal and the successor to the Padstow Kingdom. He is very arrogant and is against the Prince Lance's leading the country.

# Characters II

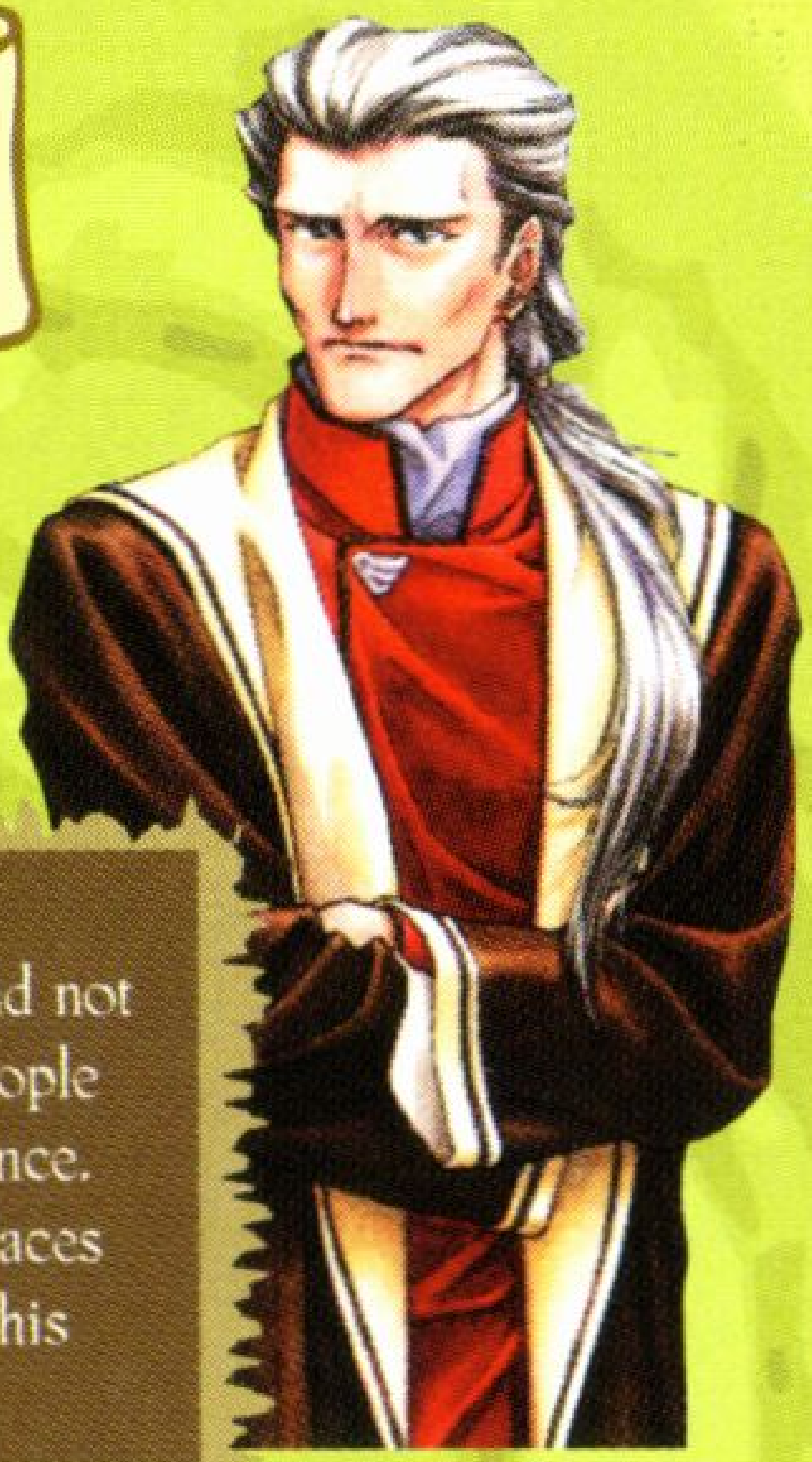
**Kiloph ( Leonia )**
A friend of Queen Lyonesse of Leonia since his childhood. He became a knight to protect her. Rough and rude but he has a very kind at heart and he loves Lyonesse very much.

**Dinadan ( Caerleon )**
He bears the title of Knight Master and is said to be the strongest knight on the continent. For his relaxed personality, he wasn't comfortable living in the palace until Cai took over the throne.

**Merriot ( Caerleon )**
The younger sister of King Cai of Caerleon. A tomboy who runs around the castle and brightens the atmosphere. She nags on her brother a lot but she loves him very much.

# Characters III

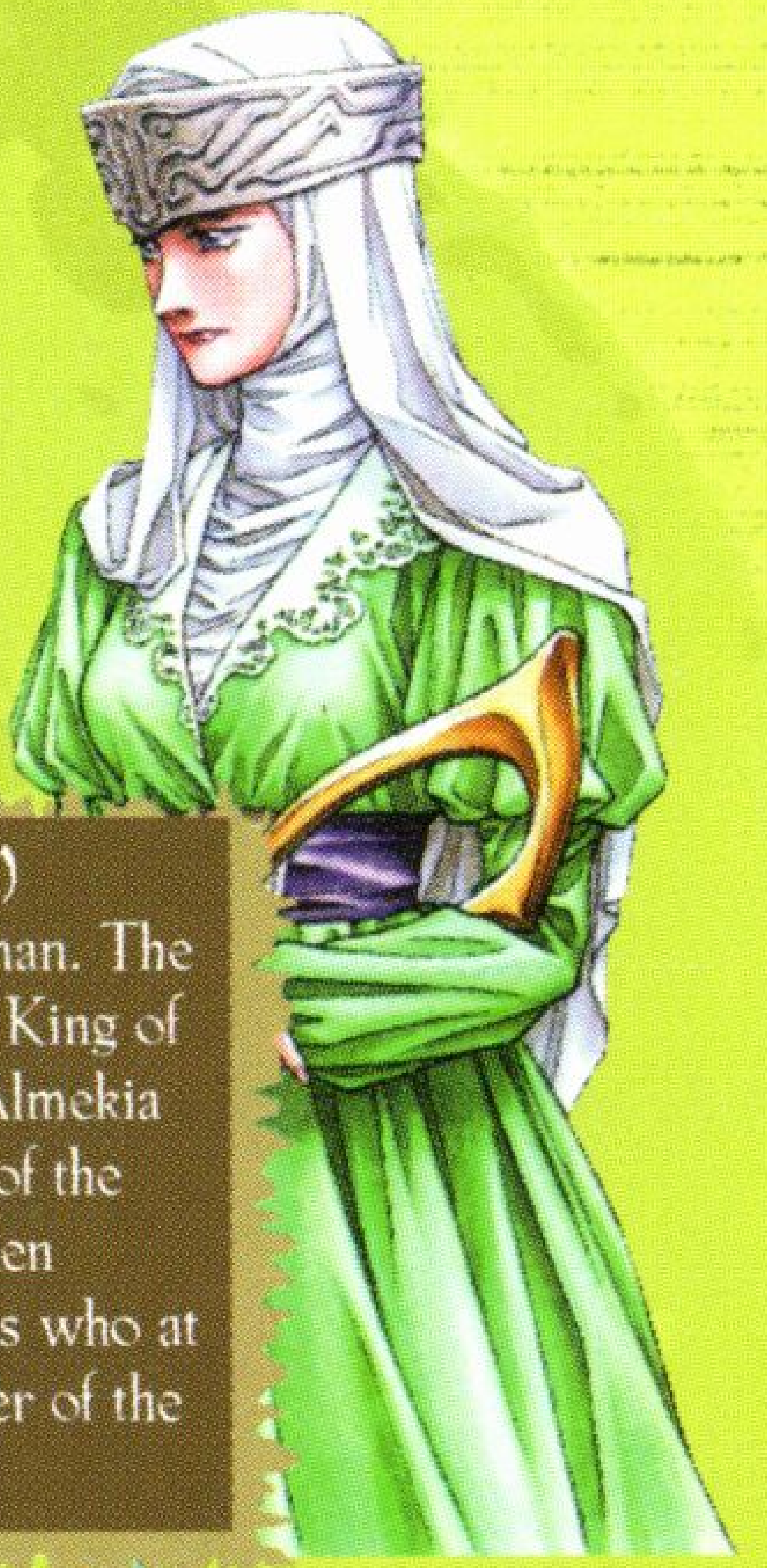
**Iria ( Iscalio )**
A mysterious female knight who follows King Dryst of Iscalio as his shadow. Incomparable in the use of the spear. Nicknamed the "Killer Doll", Dryst's orders are absolute for her and she rarely speaks. She could kill anyone without blinking an eye.



**Asmit ( Leonia )**
Often called "Perfect Man" and not very flexible, and therefore people keep him at A respectful distance. However, Queen Lyonesse places trust in him and asks him for his advice.

**Guinglain ( Norgard )**
He grew up with King Vaynard like brothers, he is a good friend and a strategist for Vaynard. Calm and prudent, and he is called the "Silver Knight".

# Characters IV



**Esmeree ( Esgares Empire )**
A beautiful and elegant woman. The older sister of Vaynard, the King of Norgard. She was sent to Almekia as a hostage under the rule of the late king of Norgard She then became the wife of Zemeckis who at that time was the commander of the Kingdom Army.

**Cador ( Esgares Empire )**
He is also known as the "Death Knight" for his supreme power and unusual Appearance. No one knows his background and everything about him is mysterious. He uses a giant axe longer than his own height with no difficulty.

**Millet , Mira ( Esgares Empire )**
Twin sisters. Mira is the older sister and Millet is the younger one. Mira is good at using The spears and Millet is good at magic. Their attack in harmony is powerful and they are very respected by the people. They are called the "Twin Stars of Logress".

# Unit & Class change I

## Class

There are different classes for the units in this game. There are big differences in the attack method, magic, special attack, weapon to be equipped, for each class. There also is a difference in the way how the parameter goes up at the time of level up. Class change to a higher and stronger class is possible for every 10th level in each class. The maximum level up in each class is 30.

## Class Relations ( Series )

Basically, a unit changes the class according to the Class Series shown below.

**Example – Fighter/Barbarian Tree**

**FIGHTER**
(Basic Class)
Uses Giant Sword.
Good balance

**BARBARIAN**
(Basic Class)
Uses Axe.
Strong and high health point

→

**KNIGHT**
(Higher Class)
High Defense Power
Can use Heal Magic

→ ?

**SAMURAI**
(Higher Class)
Expert in sword.
Can attack the enemy from a distance

→ ?

**BERSERKER**
(Higher Class)
Stronger.
HP recovers automatically.

→ ?

# Unit & Class change II

## Classes for a Rune Knight

"SCOUT" ( Basic Class )
Distant attack with a bow is possible after the unit moves.

"ENCHANTRESS" ( Basic Class )
Magician of cold air magic
Bad at hand to hand combat.

"PRIEST" ( Basic Class )
A Priest that uses Recovery Magic. Can become a Monk.

"LANCER" ( Upper Class )
A distance attack with a spear is possible.

## Classes for Monster

"PIXIE" ( Basic Class )
A lovely fairy, but when angry she can call Lightning.

"MERMAN" ( Basic Class )
It does best on water and doesn't cost much to summon.

"CLAY GOLEM" ( Basic Class )
Not very mobile but powerful.
Abnormal status has no effect.

"G-SCORPION" ( Basic Class )
They can sometimes "Poison" enemy units.

"GRYPHON " ( Basic Class )
This Ground unit has the head of an eagle and the body of a lion.

"DRAGON " ( Basic Class )
Has devastating attack power and a range attack.

"HYDRA" (Basic Class)
Water Dragon with five heads. Blows Ice Breath.

"SILVER DRAGON" (Upper Class)
Powerful unit that blows Lightning Breath.

# Unit & Class change III

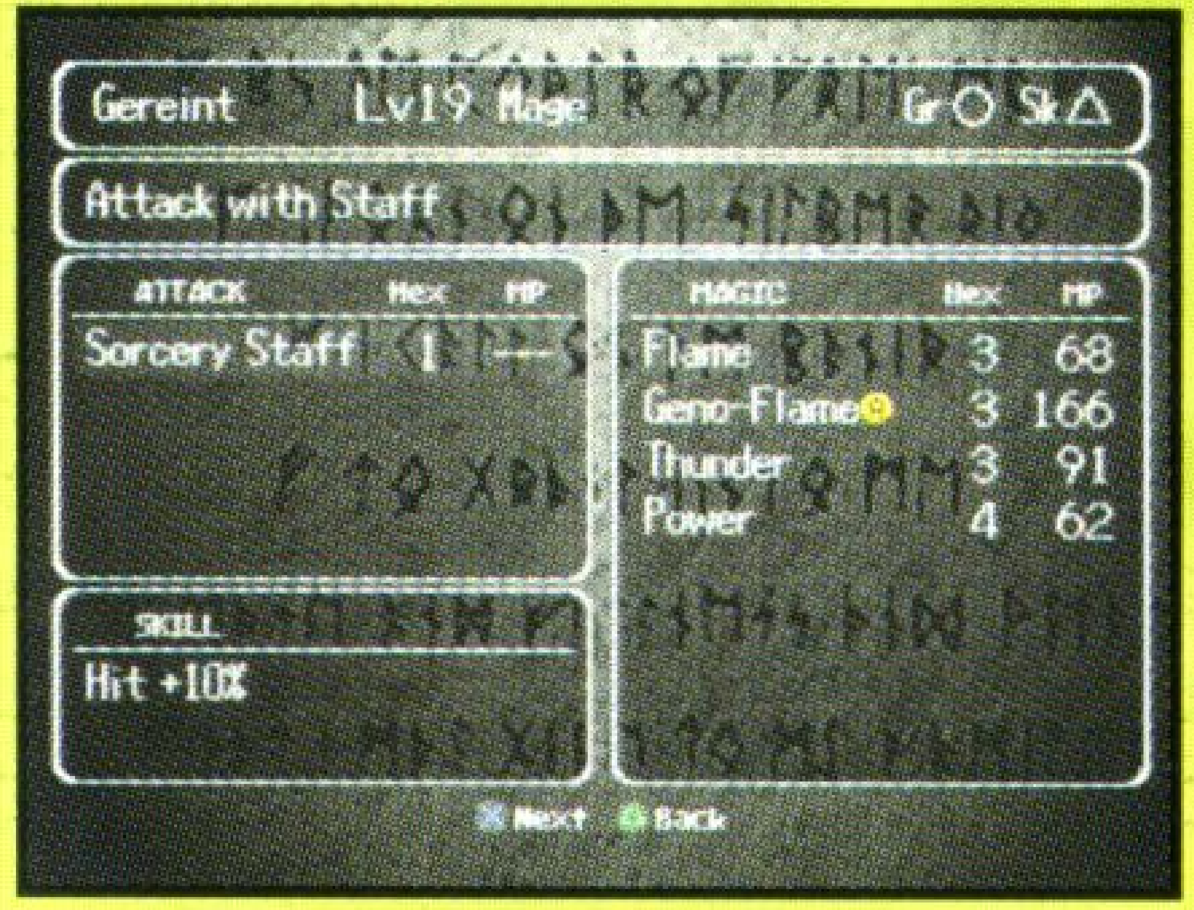
## CLASS CHANGE TO THE DIFFERENT SERIES

A class change to a different series is possible for Rune Knights. While a class change within the same series is possible for every 10th level-up, a class change to another series is possible as long as the unit satisfies the requirements of the class you want it to change to. However, the unit can only change to the "Basic Class" of that Series.

## CLASS EXPERT AND SKILL

There are some classes for the Rune Knight which have skills or special abilities such as "Magic" of a Mage or "Hit & Away" of Ninja. When a unit reaches the 5th level of experience in a certain class and becomes the Class Expert, it maintains the skill even after changing the class series. You can see how much experience a certain unit has in a certain class by the number of stars in the Status Screen. If the unit has already become a master in that class, the screen displays "EXPERT". The unit must be a master to change to an Upper Class.

## ACQUIRED SKILL




The following is a list of some of the skills.

- Magic( Mage, Priest, etc. )
- HP AUTO RECOVERY ( Berserker, etc )
- Hit & Away ( Ninja )
- Rate of Critical occurrence ( Grappler )
- When changing the class within the same class series, you can't change the unit to the class of a different discipline once you select a particular course.

Example: A unit which has changed its class from FIGHTER to KNIGHT can't change to BERSERKER or a BLACK KNIGHT which are in the same series but on a different course.

# Magic Chart

Every magic has its element indicated in a certain color. Use the magic with the element opposing the element of the unit you are fighting with to get a better hand. Magic is considered as skill and therefore, once the unit becomes a MASTER, it can use the same magic even after changing to a class of a different series.

| | | | |
|---|---|---|---|
| WHITE MAGIC | HEAL | ( MP 65 / RANGE 3 / ALLY UNIT 1 ) | Recovers the HP of a friendly unit in the same party. |
| | AREA HEAL | ( MP 147 / AREA 2 / ALL ALLY UNITS IN AREA ) | Recovers the HP of friendly units in the same party in the range. |
| | CURE | ( MP 54 / RANGE 4 / ALLY UNIT 1 ) | Heals abnormal status with sacred light. |
| | HALO | (MP 88 / RANGE 4 / ALLY UNIT 1 ) | Earns 1.5 times the Experience. Limited to one use in one battle. Hits the enemy without fail. |
| | DIVINE RAY | (MP 112 / RANGE 2 / ENEMY UNIT 1 ) | It will kill a Zombie unit without fail. |
| | HOLY WORD | (MP 185 / AREA 4 / ALL ENEMY UNITS IN AREA ) | Attack the surrounding enemies with a Holy Word. Kills a Zombie unit without fail. |

| | | | |
|---|---|---|---|
| BLACK MAGIC | VENOM | (MP 45 / RANGE 3 / ENEMY 1 ) | Attack with poisonous foam. This will sometimes "POISON" the enemy. |
| | METEOR DOOM | (MP 255 / RANGE 5, AREA 2 / EVERYONE IN AREA ) | Causes meteors to fall within a set range. |
| | CURSE | ( MP 108 / RANGE 2 / ENEMY 1 ) | Attack with an evil spirit from another world. |
| | DIMENSION | ( MP 85 / RANGE 4 / ENEMY 1 ) | Distort the space and transport the enemy units to the random locations. |
| | WEAKNESS | ( MP 66 / RANGE 4 / ENEMY 1 ) | Weakens the enemy with an evil curse. Attack power, physical power, and magic power is reduced by half. |
| | NECROREBIRTH | ( MP 57 / RANGE 1 / ENEMY AND FRIEND UNIT 1 ) | Revives the dead unit to be a Zombie. The unit becomes Your unit during that battle. |

# Magic Chart

| | | | |
|---|---|---|---|
| RED MAGIC | FLAME | ( MP 68 / RANGE 3 / ENEMY 1 ) | Throws a fireball at enemies. |
| | GENO FLAME | ( MP 166 / RANGE 3 / ALL ENEMIES IN RANGE ) | Summons a firestorm and burns enemies. |
| | THUNDER | ( MP 91 / RANGE 3 / ENEMY 1 ) | Calls a thunderbolt from the sky to attack the enemy. |
| | GENO THUNDER | ( MP 195 / RANGE 3, AREA 1 / ALL ENEMIES IN AREA ) | Summons unlimited thunderbolts and attacks surrounding enemies. |
| | EXER BLAST | ( MP 152 / RANGE 4 / ALLY UNIT 1 ) | This calls for a thermal explosion. |
| | POWER | ( MP 62 / RANGE 4 / ALLY UNIT 1 ) | Increase offensive power during battle. |
| BLUE MAGIC | FROST | ( MP 68 / RANGE 3 / ENEMY 1 ) | Freezes enemies. |
| | GENO FROST | ( MP 166 / RANGE 3 / ALL ENEMIES IN RANGE ) | Freezes surrounding enemies with icebergs that come out of the ground. |
| | FALLBERG | MP 135 / RANGE 2 / ENEMY 1 ) | Causes a giant iceberg to fall on an enemy unit. |
| | FLIGHT | ( MP 90 / RANGE 3 / ALLY UNIT 1 ) | Allows units to float with the power of air spirit. Effective for several turns. |
| | FOG | ( MP 49 / RANGE 4 / ALLY UNIT 1 ) | Covers enemies in smoke and lowers the Hit Ratio and Attack/Avoid Ratio of the affected units. Effective for 1 turn. |
| | CHARM | ( MP 110 / RANGE 2 / ENEMY 1 ) | Mesmerize the enemies and cause them to fight among themselves. Effective for several turns. |
| GREEN MAGIC | ACCEL | ( MP 59 / RANGE 3 / ALLY UNIT 1 ) | Increases the movement of a unit by lowering the gravity. Good only once. |
| | PROTEC | ( MP 61 / RANGE 4 / ALLY UNIT ) | Increases Defense Power by using the spirit of Land. Effective for several turns. |
| | PARALYZE | ( MP 77 / RANGE 4 / ENEMY UNIT 1 ) | Paralyzes the enemy with the poisonous gas from underground. Effective for several turns. |
| | SOLID | ( MP 85 / RANGE 3 / ENEMY 1 ) | Petrifies the enemy. This can be cured only with magic. |
| | REACT | ( MP 126 / RANGE 2 / ALLY UNIT 1 ) | Enables a unit to do another act in the same turn. You can't use it on yourself. |
| | SILENT | ( MP 50 / RANGE 4 / ENEMY 1 ) | Keeps enemies from casting spells. Effective for several turns. |

# Item Chart

This is the list of the main items in the game. There are many more, so look for them yourself. You can obtain items by going through a Quest.

| ITEMS FOR CONSUMPTION | |
|---|---|
| POWER POTION | Raises STR by several points. |
| LIFE POTION | Raises HP by several points. |
| MANA POTION | Raises Rune Power by several points. |
| FRUIT OF VICE | Item used for Class Change. If you use this on Seraph.... |
| WISDOM SEED | Item used for Class Change. If you use this on Gigas..... |

| ITEMS AS EQUIPMENT | | |
|---|---|---|
| FLAME EDGE | One handed sword | A magic sword lit with the fire of a Fire Dragon. When equipped, the element of attack becomes RED. |
| KOKORO | SWORD | The highest sword of its class, said have been used by the wandering swordsman. When equipped, Rune Power is lowered. |
| GODDESS SPEAR | SPEAR | It is said that only a virgin can be equipped with this spear. The element of attack becomes WHITE. |
| HEAVEN BOW | BOW | The legend says that a rainbow in the heavens became this bow. The element of attack becomes WHITE. |
| BLUE STAFF | STAFF | This becomes a pair with the RED STAFF. Magic is sealed within this staff. It raises magic power and the element of attack becomes BLUE. |
| LOVE WHIP | WHIP | This whip makes a mysterious sound when cracked and it is said that you can tame the wildest of monsters with it. However, it's less powerful than an ordinary whip. |
| EVIL ARMOR | ARMOR | Armor made with the power of darkness. When equipped with this Armor, you can protect yourself from the attacks of element BLACK. |
| ICE SHIELD | SHIELD | A shield endowed with magic. Lessens the power of cold breath. |
| STAR ROBE | ROBE | A dress for dancers woven with pieces of stars. When equipped with this, you can gain agility. |
| AQUA SHOES | SHOES | One of Ninja's Tools. Made with wood endowed with magic. These shoes allow you to walk on water. |
| APOSTLE'S HORN | ACCESSORY | It is said that in ancient times, this horn was used by the apostles to give orders to their monsters. |

# Game Hints (Strategy Map)

**Balance is important when organizing parties.**
Collecting only the units with high attack power doesn't always give you the strongest parties. The units which can heal, the units which can use magic, and the units which can attack distant enemies are all very useful units. Especially, Pixie's and Unicorn's can use the magic that will come in very handy and their Summon Mana and Rune Cost are rather low. It is suggested that you keep at least one of those units in each offensive and defensive party.

**Don't forget about the Defending parties.**
Computer controlled enemies will invade bases that are not well protected. When the base of your country borders with an enemy country, you should place defending parties which are well organized.

# Game Hints (Battle Map)

**Concentrate the attack on the Rune Knights**

When you defeat a Rune Knight, the entire party will retreat and therefore it is more effective to concentrate the attack on the Rune Knights than to defeat the monsters one by one. There is also a possibility of getting the enemy monsters which are left behind as your units.

**Don't be afraid to make sacrifices**

It is very difficult to win the battle without losing any of your units. Sometimes, it is necessary to sacrifice monsters from your parties.


## GAME HINTS!

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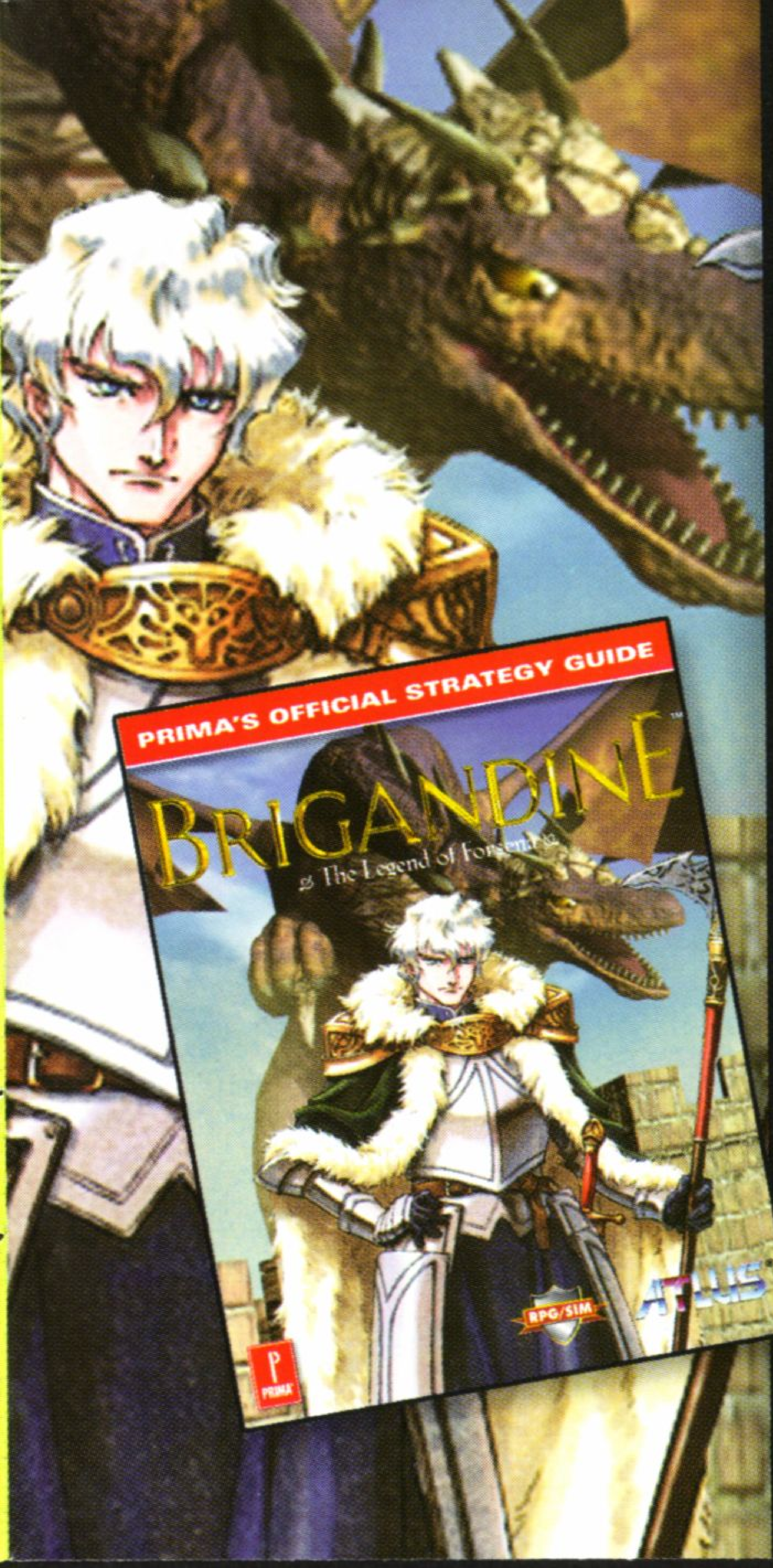


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